



10

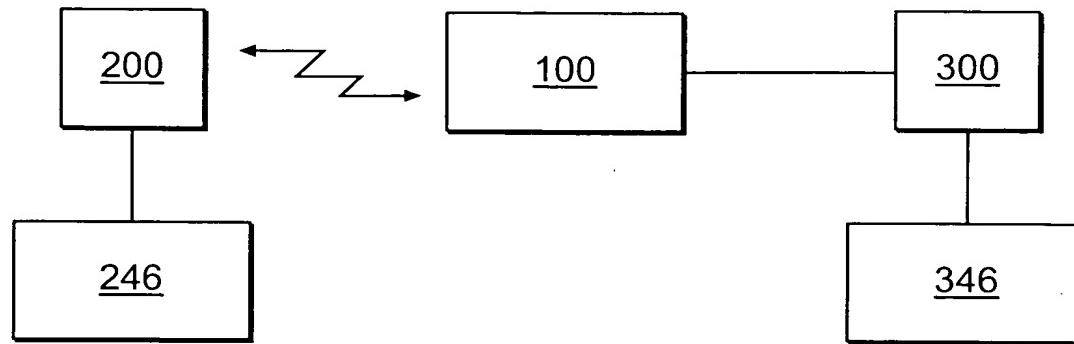


FIG. 1a

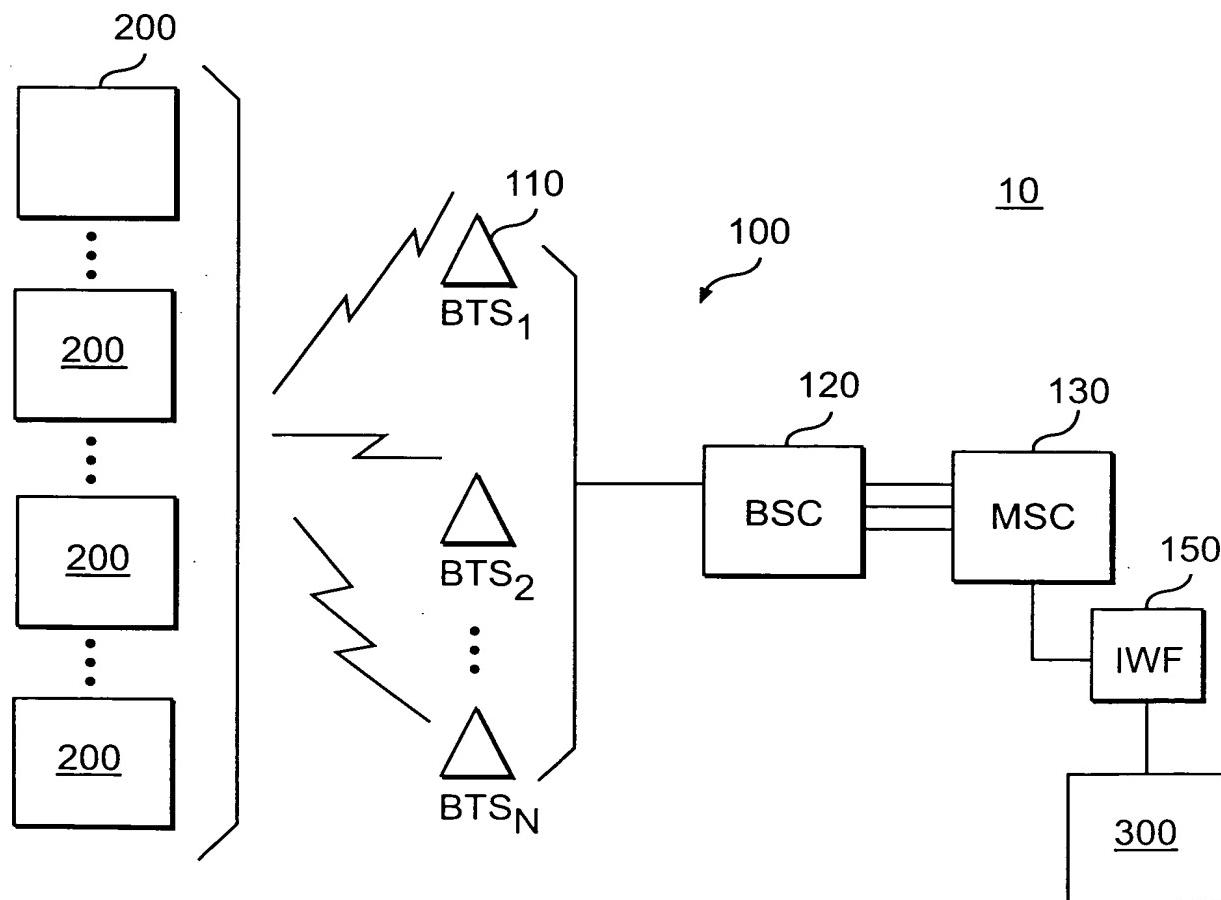


FIG. 1b

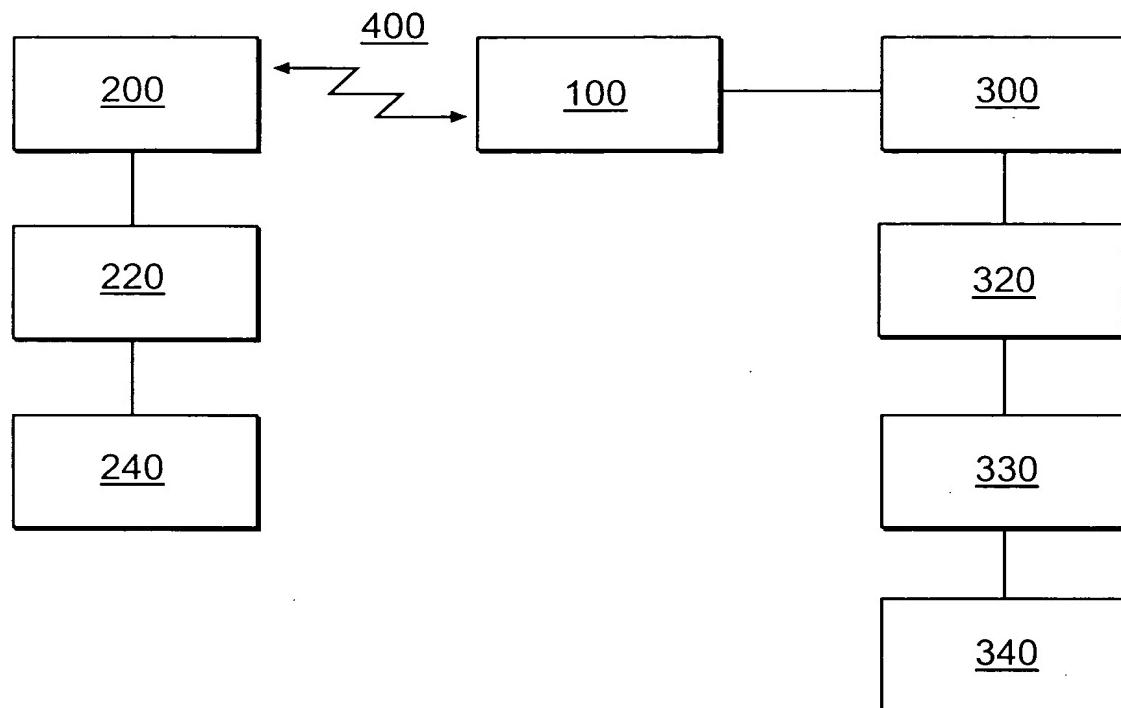


FIG. 2

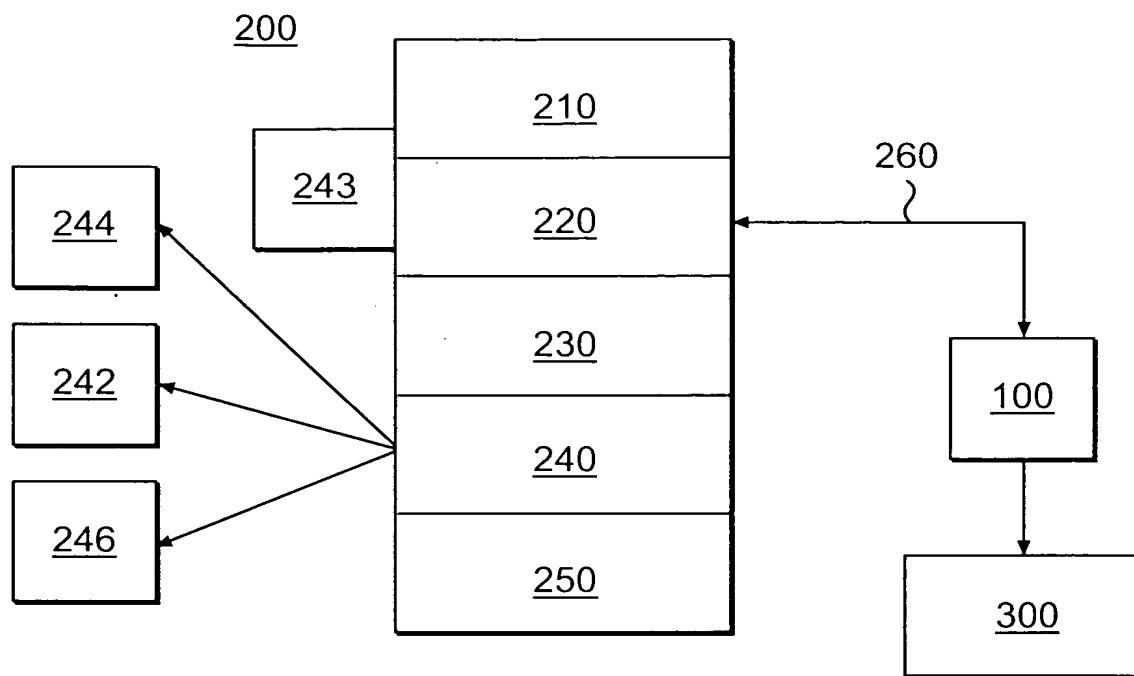


FIG. 3a

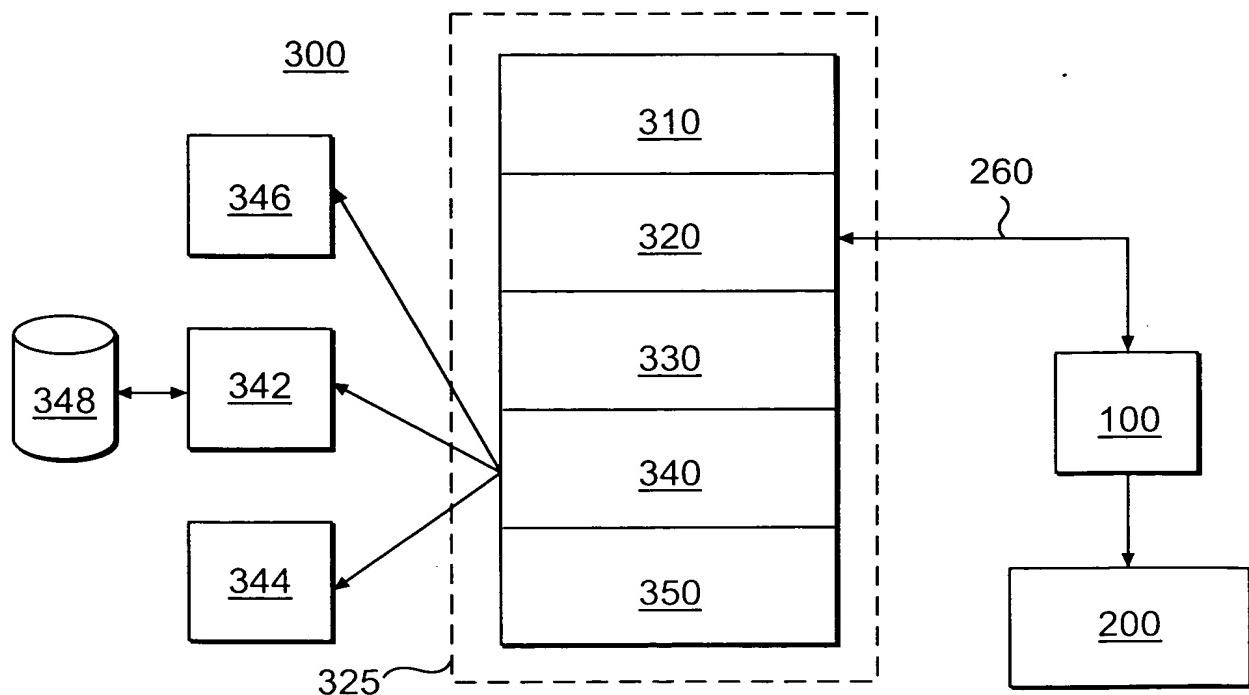


FIG. 3b

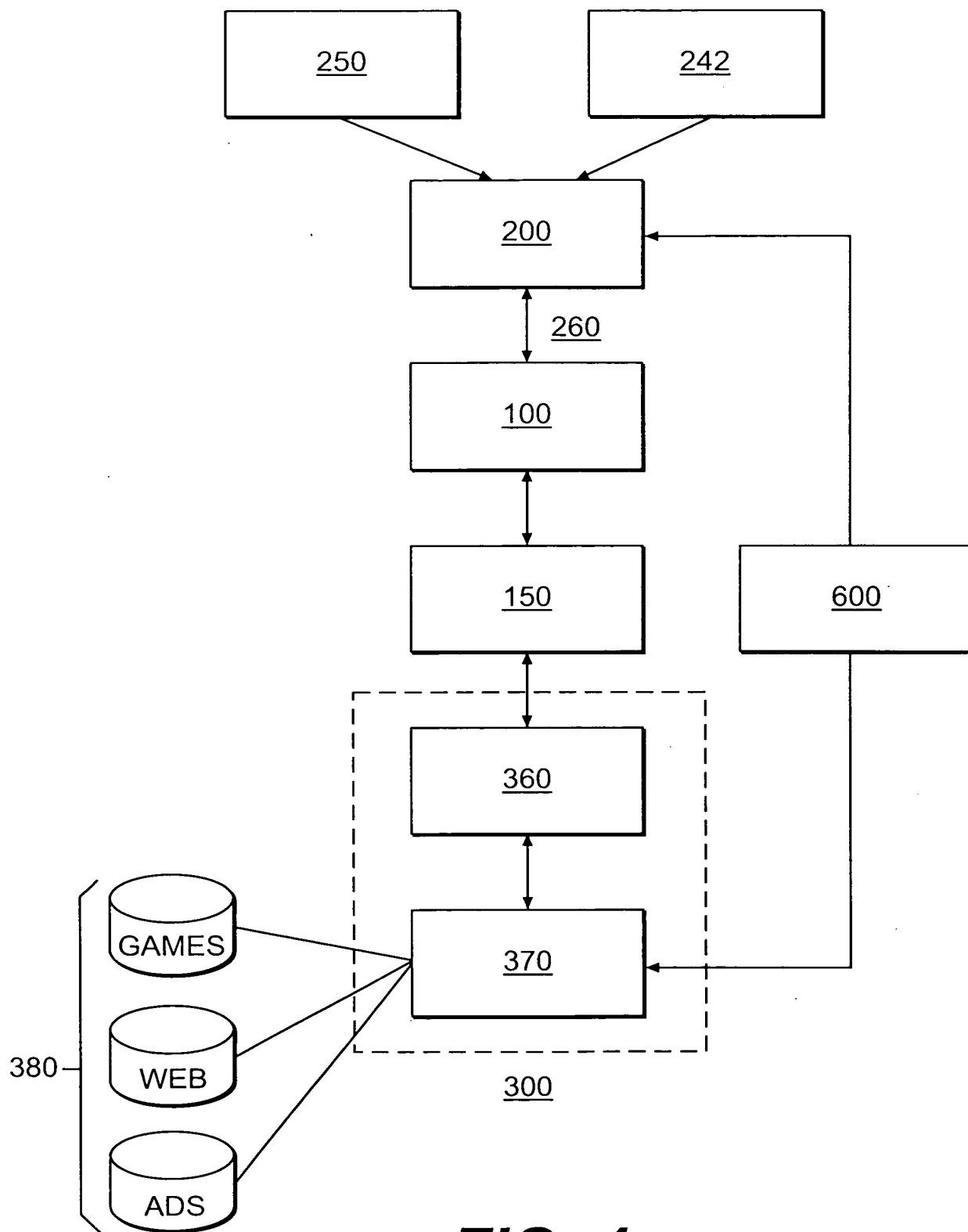


FIG. 4



300

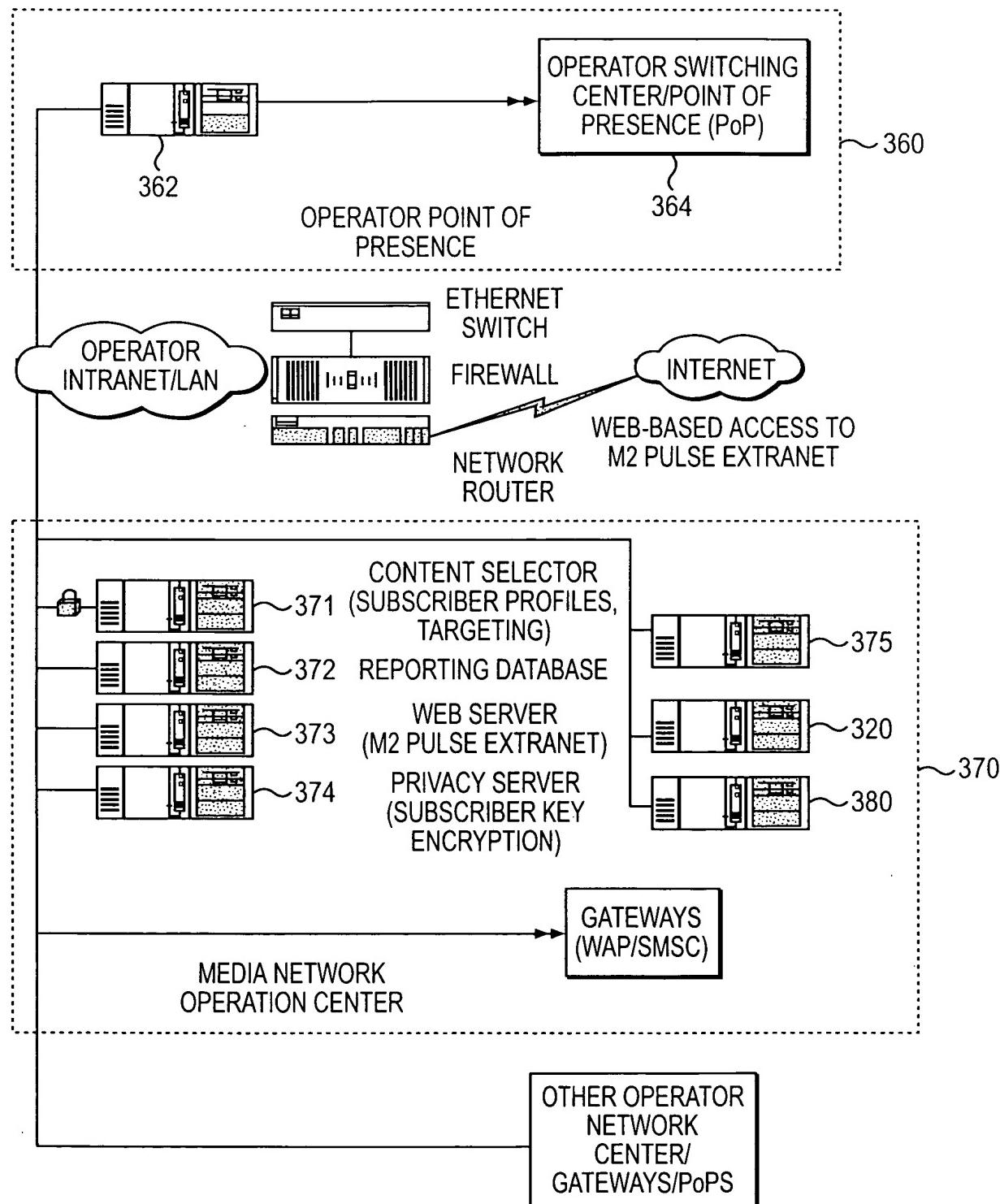


FIG. 5

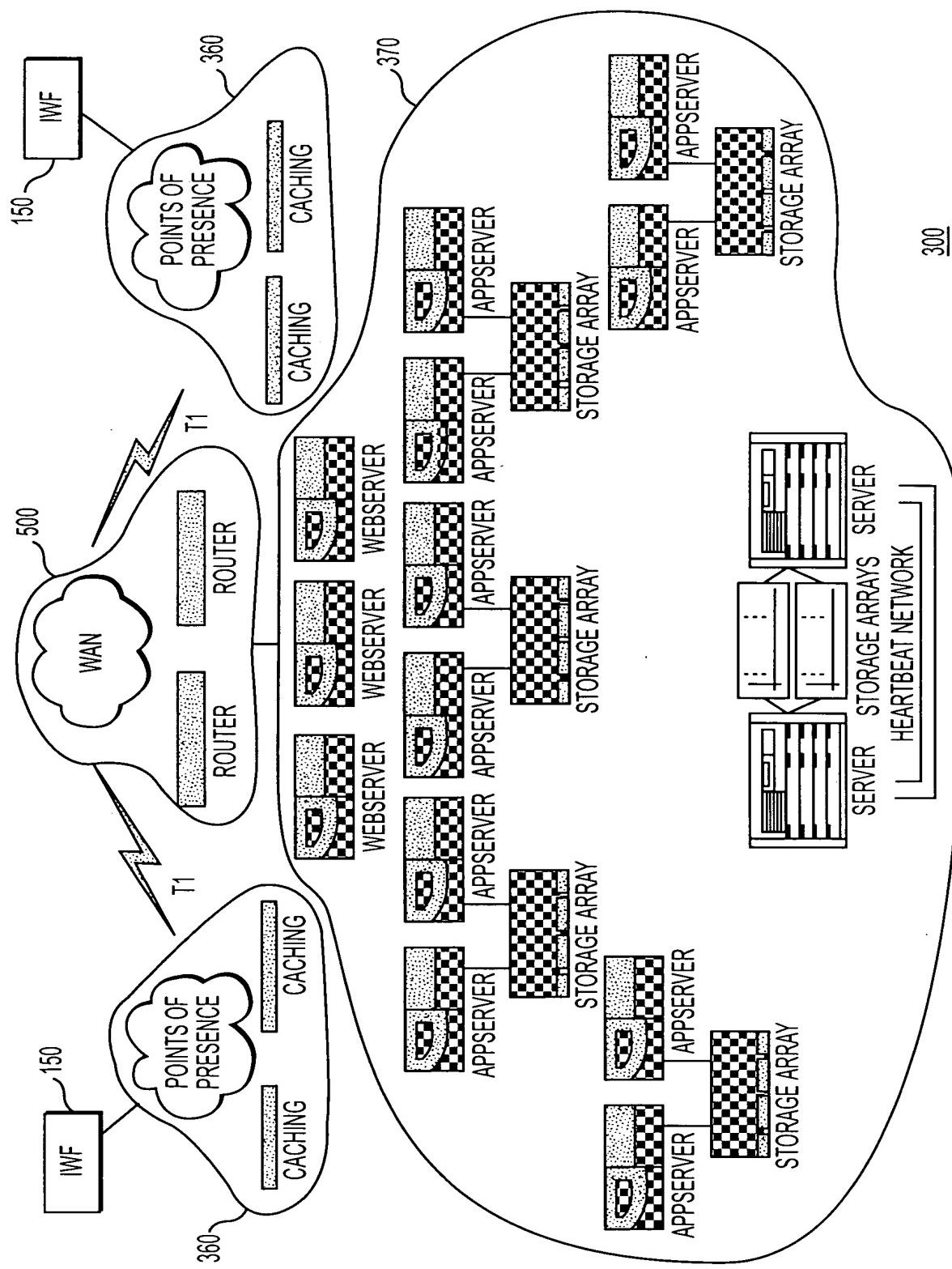


FIG. 6

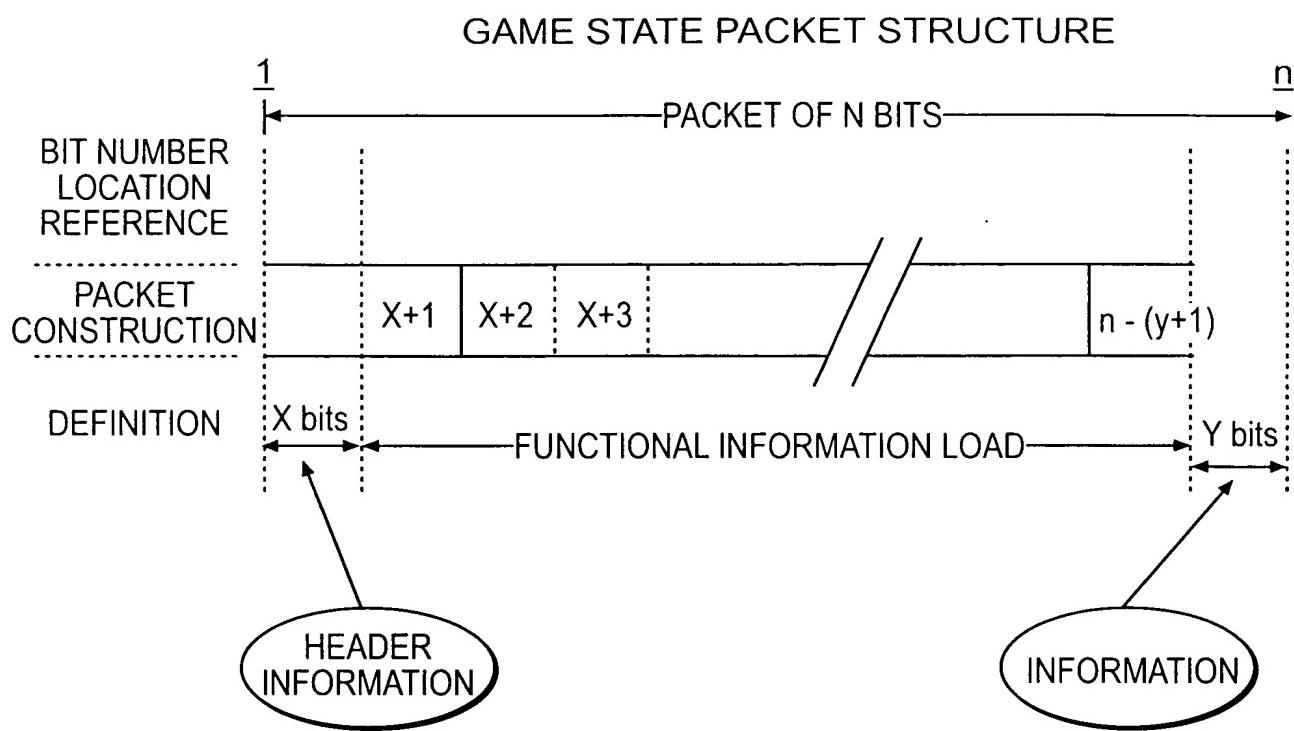


FIG. 7



<u>BIT NUMBER LOCATION</u>	<u>DoF VARIABLE LIBRARY</u>	<u>MAPPED GAME OBJECT LIBRARY</u>
X + 1		
X + 2	<u>DoF CLASS A</u>	A = OBJECT + A DoF 1
X + 3		
..		
..		
..	<u>DoF CLASS B</u>	
..		
..		
..		
..	<u>DoF CLASS C</u>	
..		
..		
..	<u>DoF CLASS D</u>	
..		
..		
..		
..		
..		
..		
N - (Y + 1)	<u>DoF CLASS Z</u>	Z = OBJECT N DoF N

FIG. 8

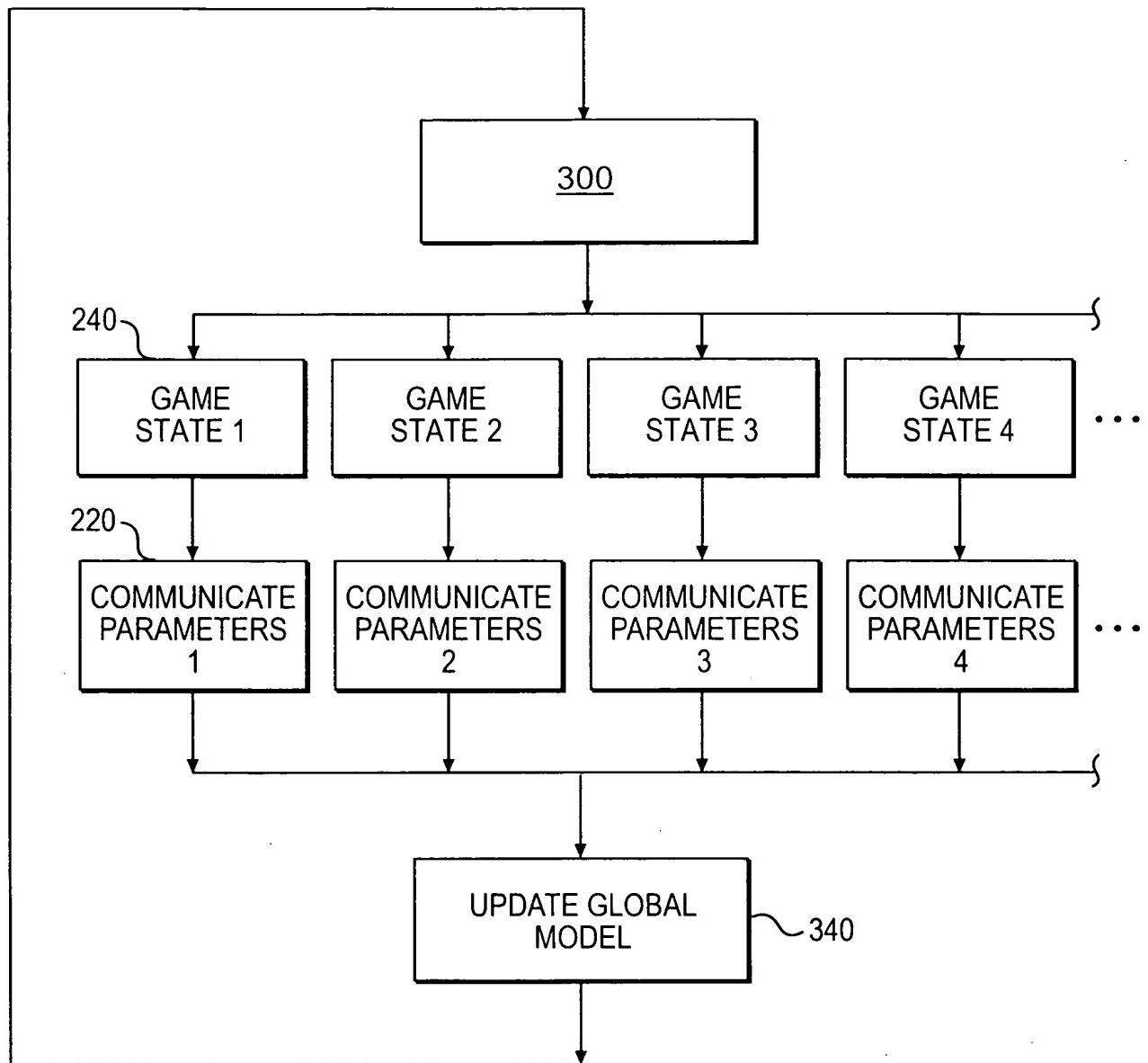


FIG. 9

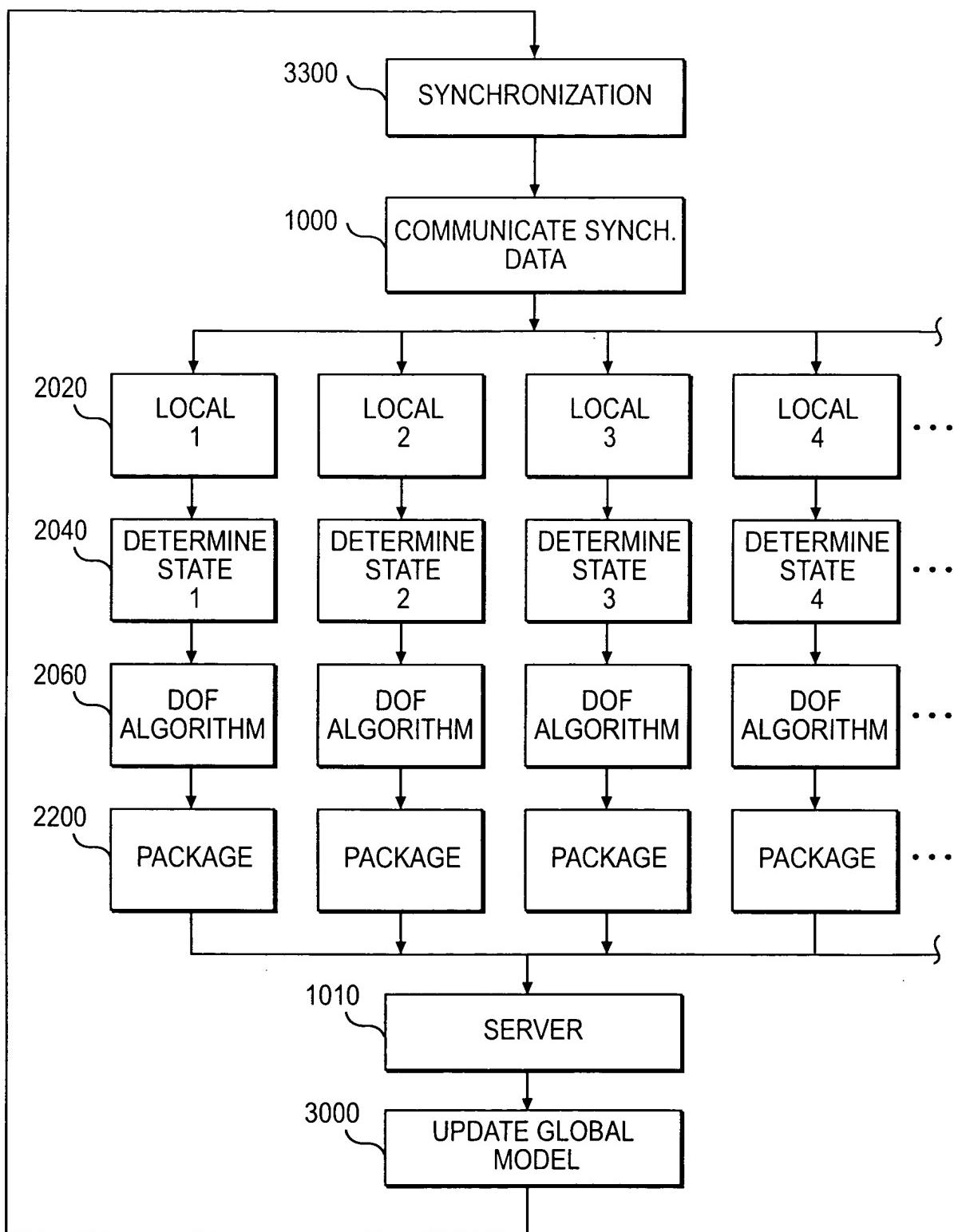


FIG. 10

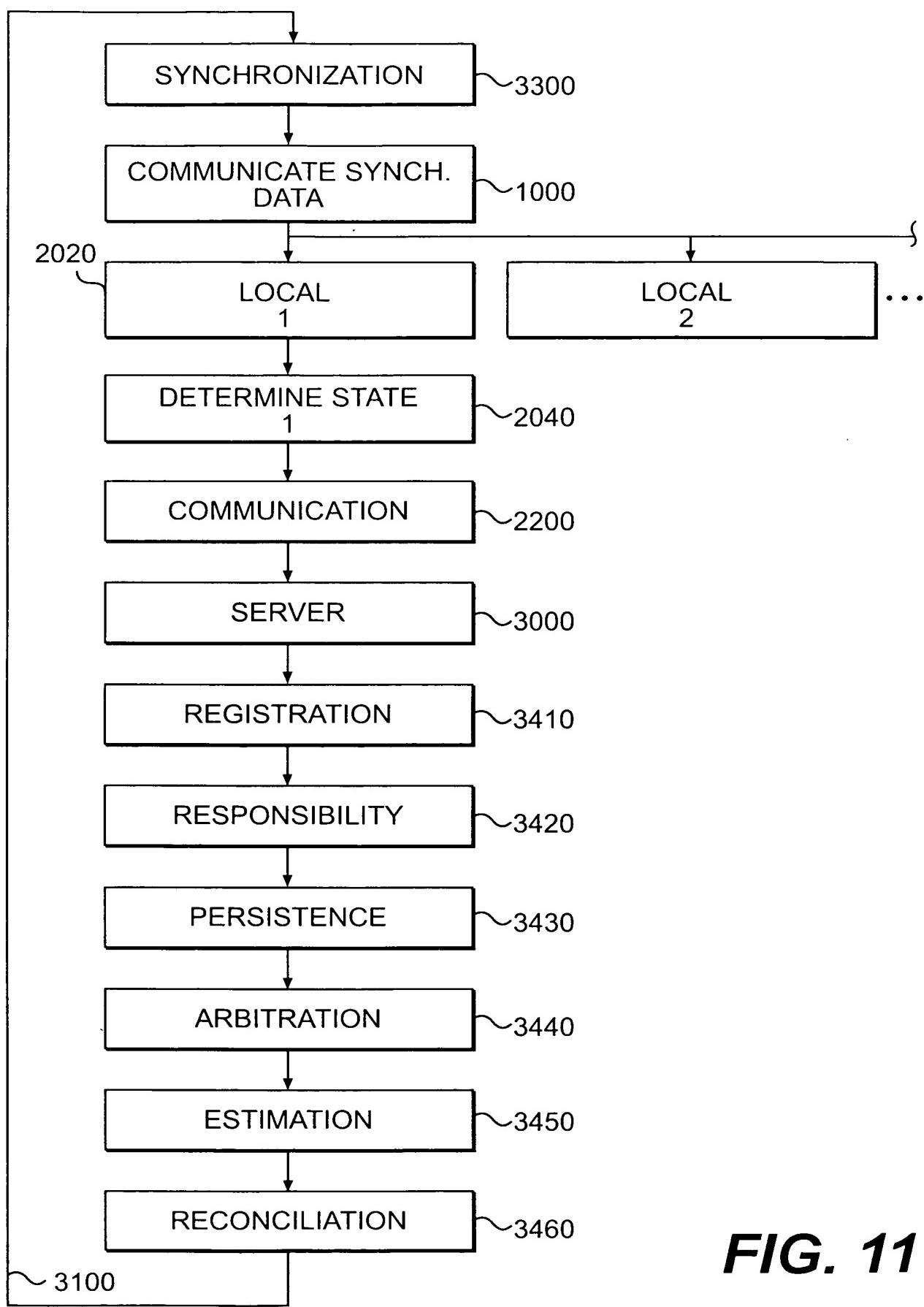


FIG. 11

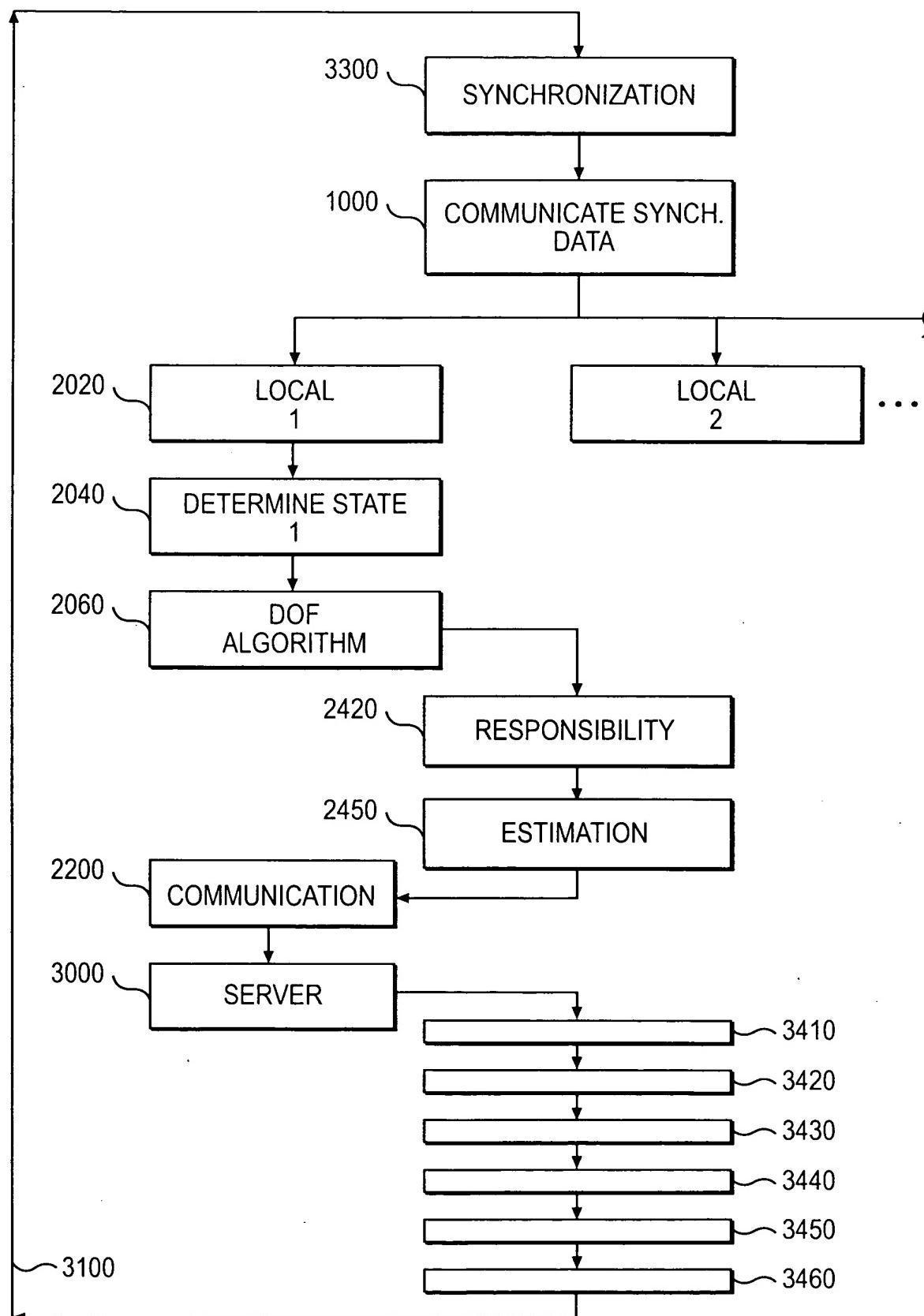


FIG. 12

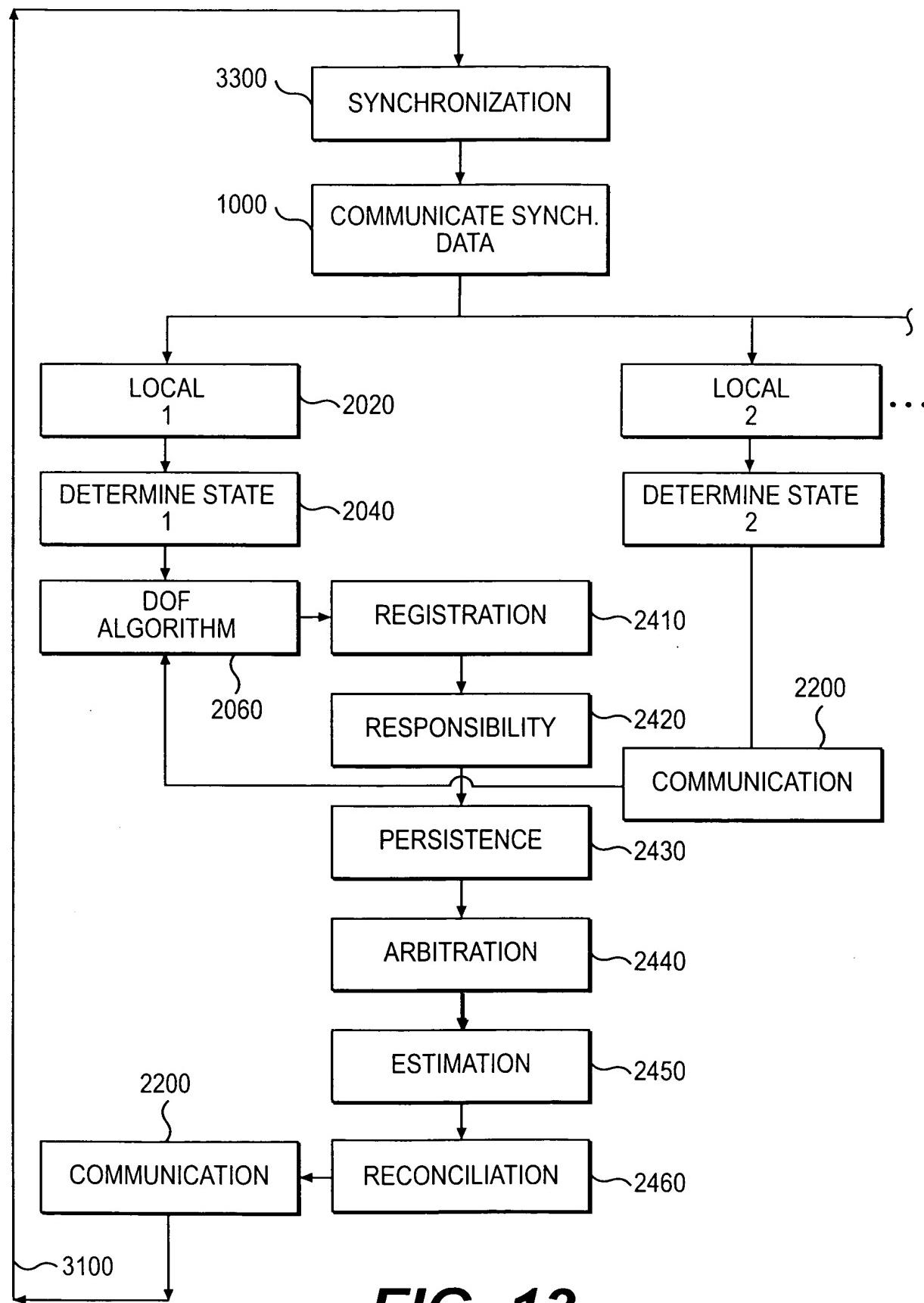


FIG. 13

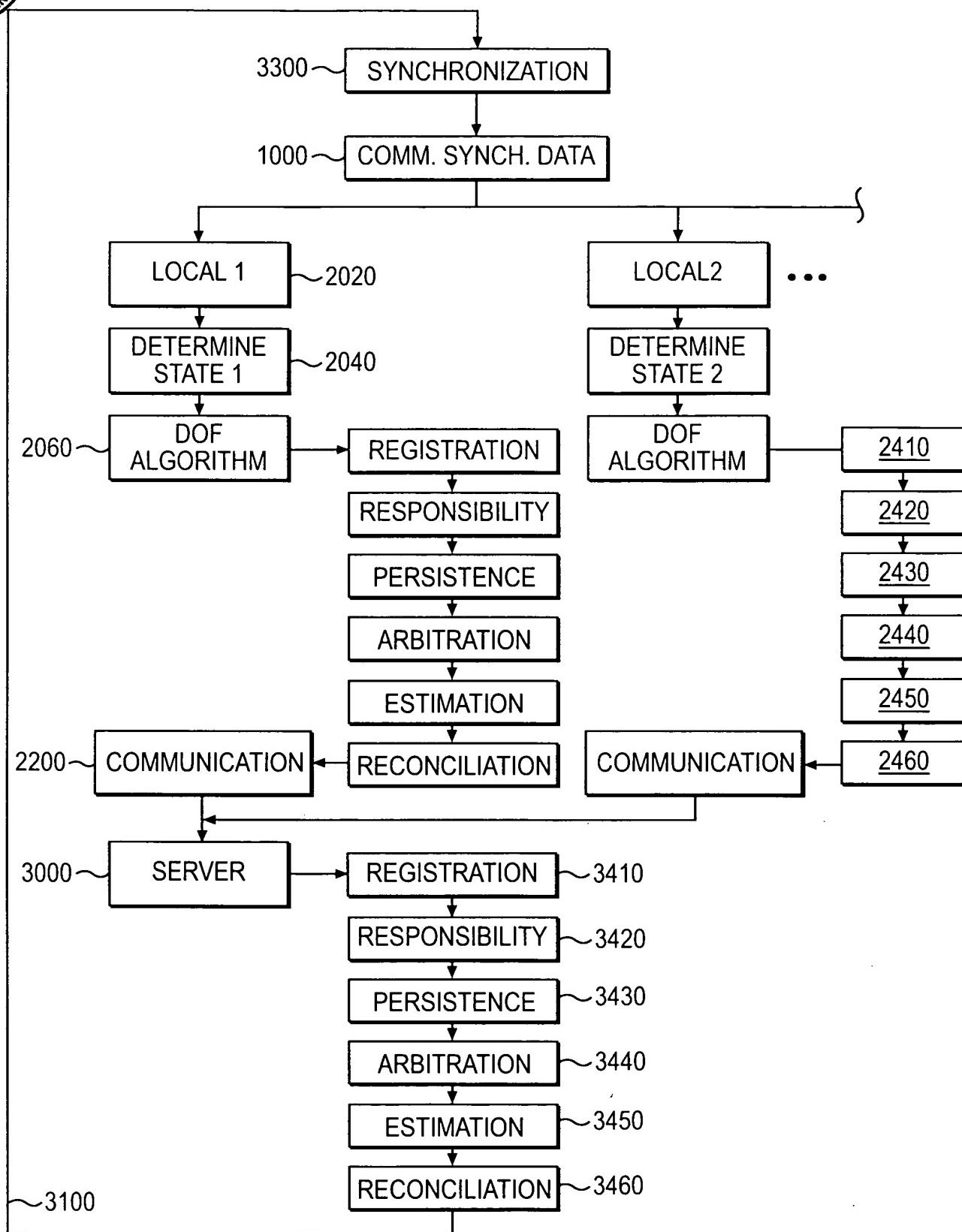


FIG. 14

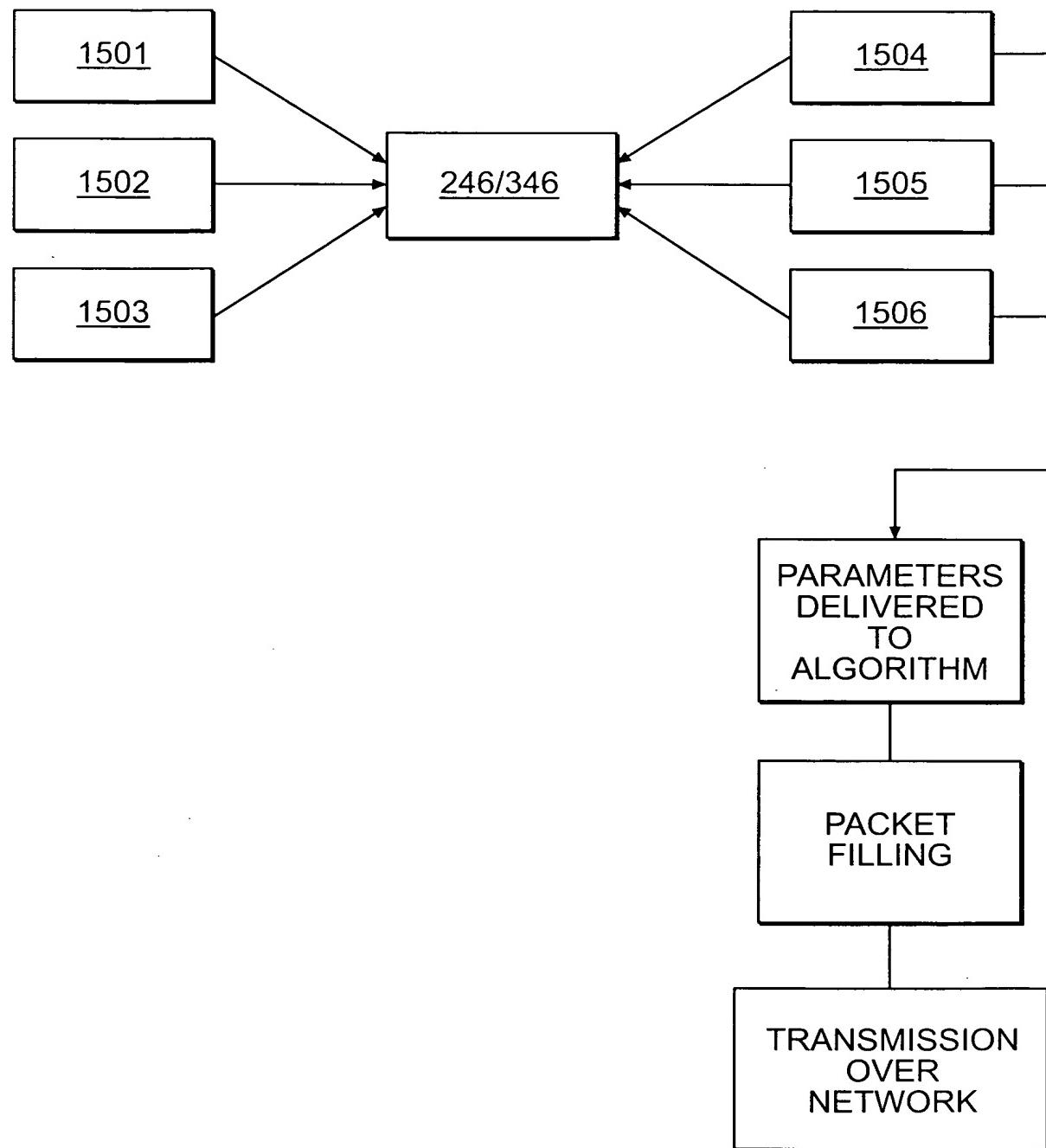


FIG. 15